MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 2, 2015/2016

MIM7313/MIM7413
INTERACTIVE INSTRUCTIONAL MULTIMEDIA DEVELOPMENT

(All sections / Groups)

20 JANUARY 2015
5.00 p.m. – 7.00 p.m.
(2 Hours)

INSTRUCTIONS TO STUDENT

1. This Question paper consists of 3 pages including cover page with 4 Questions only.

2. Attempt **question 1** in PART ONE (***Compulsory***).

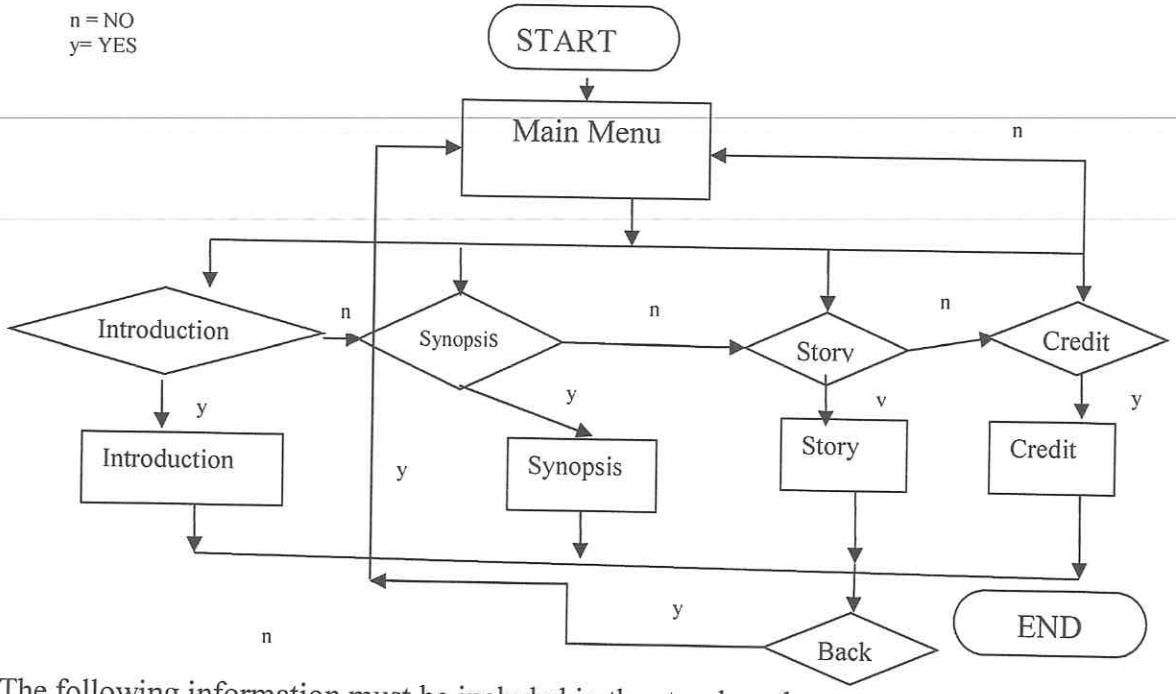
3. Attempt **TWO** out of THREE questions in PART TWO. All questions carry equal marks and the distribution of the marks for each question is given.

4. Please print all your answers clearly in the answer Booklet provided.

Part One - 20 points:

Question 1

Like an outline for a paper, flowcharts and storyboards save time and improve the quality of the final product by assisting us in the planning and preparation stages of a project. They help us plan what we are going to do so we know where a project is going. Then they keep us focused on the final goal. Design a storyboard based on the flowchart below and suggest a suitable title for this storyboard.



The following information must be included in the storyboard:

a) A sketch or drawing of the screen, page, or frame.
b) Color, placement, and size of graphics, if important.
c) Actual text, if any, for each screen, page, or frame.
d) Color, size, and type of font, if there is text.
e) Narration, if any.*
f) Animation, if any.
g) Video, if any.
h) Audio, if any.
i) Audience interaction, if any.

Continued .....

Part Two - (20 points):
Attempt 2 OUT OF 3 QUESTIONS. The distribution of marks for each question is given

Question 2
Development phase is the final phase in interactive multimedia development process. List down and discuss the steps that you have to go through in the development phase in developing interactive multimedia application.

[10]

Question 3
Planning phase is the first phase in interactive multimedia development process. The planning phase sets the stage for the whole project. List down and discuss the steps that you have to go through in planning phase in developing interactive multimedia application.

[10]

Question 4
a) What is Flowchart? [1]
b) List down the advantages of Flowchart. [3]
c) In flowchart, the elements themselves are represented by uses FOUR standardized symbols /simple **icons** (circles, oval, rectangles, and diamonds) to allow the viewer to focus on the way the user will move through the steps in a process. Discuss these standardized symbols in details. [6]

End of Paper